

Intramural Sports Handbook

Sportsmanship Policy

Warning/Ejection

- 1.1 A warning/ejection system will be used to enforce the sportsmanship policy. Individuals will be issued a warning for unsporting behavior. A second unsportsmanlike penalty will result in an ejection. Ejections may be issued with warnings in specific situations up to the discretion of the intramural staff.
- 1.2 Anyone who is ejected from the game must meet with the Intramural Ejection board to determine further eligibility.
- 1.3 Team captains are responsible for the conduct of their players and sidelines.

Sportsmanship Ratings

- 2.1 Ratings will be given to teams after each contest by intramural officials/supervisors. These ratings reflect behavior before, during, and after the contest.
 - 4 points** - Well-behaved conduct and sportsmanship to the other team and the officials.
 - 3 points** - Average sportsmanship towards officials and other teams. Team members complain and officials may or may not have given out warnings.
 - 2 points** - Team members complain about officials and/or opposing teams. Warnings may or may not have been given. Teams receiving multiple warnings or one ejection may not receive anything higher than a "2".
 - 1 point** - Poor conduct and sportsmanship towards officials and other teams. Team members constantly argue calls with officials with abusive language. Teams receiving three or more warnings or two ejections will not receive anything more than a "1".
 - 0 points** - Unacceptable sportsmanship towards officials and other teams. Team captains do not control team members.
- 2.2 For your team to make the post-season, the team sportsmanship score must have an average of 3.0 or higher.
- 2.3 Any team receiving a 0 at any time during the regular season will not be allowed to play in the postseason. If you receive a 0 your entire team will be suspended from any intramural sport until they have met with the ejection board.
- 2.4 Teams with an average of 2.9 or lower can appeal their case to play in the postseason.
- 2.5 Playoffs: Any team's average sportsmanship rating from the regular season will carry over into the playoffs. Therefore, sportsmanship ratings will continue to be recorded by officials and/ or 'supervisors' (if necessary). A team must maintain a 2.5 or higher sportsmanship rating to move on in the playoffs. Grievance may only be made to the competitive sports coordinator.

Intramural Captains

Function/Purpose

- 3.1 Intramural Captains are vital contacts between the organizations and the Intramural Program. The captains' functions and responsibilities include:
 - Serving as liaisons between Intramural teams and the Intramural staff for current information concerning schedules, rules, and rule changes.
 - Knowing and understanding all rules on player eligibility, and making certain all team members are eligible before listing them for competition.
 - Knowing and understanding the rules of the sports activities your teams are competing in and relating the same to your teams via Intramural Sports webpage.
 - Notifying team members of all playing dates, times, and locations.
 - Recording each contestant's full name on the Fusion for all contests. No nicknames.
 - Make sure the score sheet is signed by yourself after each contest.
 - Keeping a current phone number on file on Fusion.
 - Consulting "Intramural Policies and Procedures" for information related to rescheduling games, protest procedures, forfeit fees, etc.

- Serving as an example of good sportsmanship and fair play for fellow team members and followers.

Registration Information

- 4.1 Entry registration dates have been established for each sport. Entries must be submitted on or before the deadline date. The specific dates are listed on the Intramural Calendar on the Intramural Webpage and flyers posted on intramural bulletin boards.
- 4.2 To officially enter an Intramural sport, sign up on the intramural webpage at:
<https://recreation.uni.edu/programs/intramural-sports>
- 4.3 Any person not listed on the teams roster will not be eligible to participate until they have paid their registration fee and show up on the roster.

Scheduling Procedures

- 5.1 Schedules for all activities are issued by Fusion indicating opponents, dates, times, and playing locations.

Team Sports

1. Teams are placed in 3 to 6-team leagues and play a round-robin schedule for regular season play.
2. All team's with a 3.0 or higher sportsmanship rating will qualify for the playoffs. And be placed in a bracket seeded by record, point-differential, and sportsmanship rating.

Individual/Dual Sports

1. The competition is set up as a tournament or pool play.
2. There must be at least four entries to run an activity.

Skill Levels

- 6.1 To equalize competition and make play more enjoyable, various levels have been established for competition in select team sports.

Open - all students are eligible to participate, regardless of gender.

CoRec - Teams must meet a specific gender requirement to participate.

Competitive- teams are generally competent in sports skills and strategies and are motivated by highly competitive play.

Men's - Team must be made up all male or non-binary students

Recreational - teams desiring to participate and compete in a more recreational, relaxed, and fun playing field.

Women's - Team's must be made up of all female or non-binary students

Eligibility

The Wellness and Recreation Office can't check the eligibility of all participants. Each participant and manager is responsible for verification of individual and team eligibility. Refer questionable cases to the Competitive Sports Coordinator for a ruling before competing. Whenever a specific case is reported to the Wellness and Recreation Office by protest or otherwise, an investigation is made to determine whether the person in question is eligible.

Conduct

7.1 Any player or manager whose conduct and/or language is considered threatening to other players, officials, spectators, or supervisors, or who disrupts play intentionally will be referred to the Intramural Sports Coordinator. The offending individual must then personally appear before an intramural ejection board, who reviews said persons eligibility for further play. If gross misconduct is found, the offending individual loses the privilege to compete in the intramural program and may face university disciplinary action.

Individual Eligibility

8.1 All students registered at the University of Northern Iowa are eligible to participate in all phases of the Intramural and recreational programs. Extension courses do not qualify an individual for intramural competition. Hawkeye and Allen

students living in Residence, fraternity, or sorority houses may participate in Intramurals if they have paid for the WRC affiliate membership. For the cost of the user fee contact the Main WRC office at 310-273-6275.

- 8.2 All players participating on an intramural team must check in and show their UNI ID to the designated intramural representative. Any player not listed on the roster on FusionIM will be ineligible to participate until they have registered and paid their fee to play.
- 8.3 No player may participate on more than one team in the same sport. (Exception is Co-Rec in addition to participation on a men's or women's team.) All games in which an illegal player participated shall result in a forfeit loss. If a player participates with more than one team, the first team played with determines his/her eligibility. The second team forfeits all contests in which such a person played.
- 8.4 Any student who discontinues classwork at the university becomes ineligible for Intramural competition at that time.
- 8.5 A player is declared ineligible and dropped from further competition in that sport if his/her name does not appear on the official team scorecard for the contest being played. Nicknames are not allowed. A team forfeits all games in which an unlisted player participated and the team is charged with a forfeit.
- 8.6 A team may use a "Buster" or "Substitute" from another team to help the team meet the requirements for play (example: to reach 5 people for 5v5 basketball or reach 6 people for 6v6 volleyball). A team may not go over that minimum amount. In order to be a "Buster" said person must have:

- 1) An intramural semester pass or 2) Be registered on a different team for said sport (ex. if you are playing 4v4 volleyball, the buster is on a 4v4 volleyball team).

Buster's can only be used for REGULAR SEASON! Any person(s) who have not participated in at least one (1) game during the regular season will not be eligible to be added to a roster or compete in postseason play. If someone is trying to buster but has not paid, they need to register and pay before playing (just like any other participant).

- 8.7 A team forfeits any contest in which an ineligible player was used. An ineligible player is defined by the rules listed in "Eligibility Rules and Regulations."

Team Eligibility

- 9.1 Names that are recorded on Fusion at the time of the contest. This is the official team roster, and the captain must be sure all players are eligible for competition.
- 9.2 To be eligible to participate in any Intramural contest, a player's correct name (no nicknames) must be entered on Fusion.
- 9.3 Once a participant has played in one game for a team in any activity, he/she may not switch to another team for the duration of that activity's season.
- 9.4 RS reserves the right to edit inappropriate team names.

Playoff Eligibility

- 10.1 A player must participate with his/her team in a minimum of one (1) regular season contest to be eligible for playoff competition.
- 10.2 If a team is suspected of using an ineligible player, the protest must be made before the end of regular season play. If a player's eligibility is not questioned until the playoff teams are decided, the team will advance, but an ineligible player will not be allowed to play.
- 10.3 Any team that has two (2) or more forfeits during the regular season will be automatically disqualified from the playoff contention.

Co-Rec Eligibility

11.1 The requirements outlined under the "Intramural Policies and Procedures" section also apply to the Co-Rec program, with the following exceptions:

- All spouses of UNI students are eligible to participate in the Co-Rec Program.
- Each spouse must participate with her/his sponsoring husband/wife.

Open Eligibility

12.1 Open competition is for all students, faculty, and staff. Teams may be formed regardless of housing. No participation points are scored for open events. Select team sports open leagues and several tournaments are open competition.

Members of College affiliated Athletic Teams

13.1 The coaches of each varsity sport may elect to declare their athletes ineligible for Intramural sports.

13.2 Members of UNI athletic teams are ineligible for participation in that sport or its related sport if they remain on such a team during or after the first contest in that sports season. Students trying out for an intercollegiate team are ineligible for Intramural participation in that sport until they are 1 year removed from being listed on the roster. Any student receiving any amount or form of athletic "grant-in-aid" is ineligible for Intramural participation in the sport or related sport for which the "grant-in-aid" is given, regardless of his/her team status. This includes red-shirt athletes and injured athletes.

Members of Sport Clubs

14.1 Members of UNI Sports Clubs are eligible for Open Tournament and Co-Recreational Intramural competition in that sport or its related sport subject to certain restrictions. Questions concerning eligibility should be referred to the Competitive Sports Coordinator before participation. Teams in the following sports will not be allowed to exceed the number of sport club participants listed:

- 5v5 Soccer: No More than 2 Club Women's/Men's player's
- 7v7 Soccer: No More than 3 Club Women's/Men's player's
- Softball: No more than 4 club Baseball/Softball players
- 4v4 Volleyball: No More than 2 Club Women's/Men's player's
- 6v6 Volleyball: No More than 3 Club Women's/Men's player's

Policies & Procedures

Membership Fees

15.1 Intramural Play Pass must be purchased for participation (\$20/semester).

15.2 Intramural Golf Tournament fees are assessed each year and are determined by Pheasant Ridge Golf Course. Green fees are paid at Pheasant Ridge Golf Course before the competition.

Forfeit Procedures

16.1 If a team or individual must forfeit a contest, they should notify the Intramural Office (imsports@uni.edu) not later than 3 P.M. the day of the contest.

16.2 If a team or contestant fails to appear at the designated playing site within the time specified in the rules of the sport, the Sports Supervisor may declare the contest forfeited to the team or individual which/who is present. The specified player minimums as indicated below in the Rules section and must be maintained for the contest to be played.

16.3 For team activities, all the names of team members who are ready to play must be recorded on Fusion. That team must demonstrate to the officials and the Supervisor that they have enough players to properly start the contest. Then, and only then, is the forfeit recorded as a victory.

16.4 If both teams fail to show at the designated time and place, a double forfeit is recorded and the contest is not rescheduled.

16.5 The first forfeit by a team in a tournament eliminates that team from further competition.

Protests

17.1 Judgment calls by an official may not be protested. Protests are restricted to matters of rule interpretation and player eligibility. Individuals' protests not abiding by the following policies are not recognized by the Student Wellness Services and Recreation Services Office.

17.2 The team manager must make any protest involving rules interpretation to the official in charge of the contest at the time the question is raised. Once play has resumed, the protest is not valid. The official is responsible for notifying the Sports Supervisor who makes a decision and the contest continues.

- 17.3 If the team making the protest believes the Sports Supervisor is incorrect, they may protest the ruling to the Competitive Sports Coordinator.
- 17.4 All protests to the Intramural Coordinator must be in writing. The protest must be received by the Intramural Coordinator before 3 pm on the day following the contest, stating the reasons for the protest and the rule violation.
- 17.5 The validity of the protest is decided by a committee consisting of one representative from each team, two neutral representatives, and the Intramural Coordinator.
- 17.6 Upheld player eligibility protests result in a forfeit by the guilty team or individual. Anyone aware of an ineligible player competing should report the infraction to the Intramural Coordinator so appropriate action may be taken.

Postponements and Rescheduling

- 18.1 All Intramural regular season contests are arranged weeks in advance, so teams and individuals should attempt to arrange their activities to prevent conflict.
- 18.2 Decisions on weather-related postponements are made after 3 pm on days when game status is questionable due to the weather. The Intramural office will text and email all teams involved if contests are canceled through Fusion. If necessary teams can call the Intramural Office — (319) 273-5771.
- 18.3 The Competitive Sports Coordinator at the site will be the judge in determining if contests in progress are continued.
- 18.4 All other rescheduling must be done through the Intramural Office. Games otherwise rescheduled subject both teams to forfeits. A valid reason must be presented to reschedule a regularly scheduled contest. The anticipated absence of one or two players is not a valid reason for postponement.
- 18.5 Approved postponement/rescheduling procedures follow:
- The team desiring the postponement must bear the responsibility of the postponement/rescheduling process.
 - The team/individual desiring the postponement must contact its opponent and request an agreement to postpone the contest. If the opponent does not agree, the game's originally scheduled time remains in effect.
 - The team/individual initiating the postponement must obtain available dates/times for rescheduling from the Intramural Office and secure its opponent's agreement for one of these times.
- 18.6 Rescheduling of any playoff games will use the same procedure listed in rule 18.5.